## **BILL NUMBER**

Environmental Public Health
Onsite Wastewater Treatment
System Permit Fee Increases

APPROVAL DEADLINE

REASON

To provide adequate revenue to meet budget and. and provide required services.

DETAILS		POSITIONS/RECOMMENDATIONS
Increase fees specified in: - LMC 24.38 Onsite Wastewater Treatment Systems	Sponsor	Health Department
	Program Departments, or Groups Affected	All automated departments Various Programs Regulated industry, businesses and entities
	Applicants/ Proponents	Applicant Health Department
		City Department
		Health
		Other Board of Health
Discussion (Including Relationship to other	Opponents	Groups or Individuals
Council Actions) Incremental fee increases are proposed which address operational costs. This revenue will allow the Department to provide required services to business, industry, and homeowners, and to protect human health and our environment.		None specifically identified
		Basis of Opposition
	Staff Recommendations	⊠ For □ Against Reason Against
	Board or Commission Recommendation	BY: Board of Health  ☑ For □ Against □ No Action Taken □ For with revisions or conditions (See Details column for conditions)
	CITY COUNCIL ACTIONS (For Council Use Only)	<ul> <li>□ Pass</li> <li>□ Pass (As Amended)</li> <li>□ Council Sub.</li> <li>□ Without Recommendation</li> <li>□ Hold</li> <li>□ Do not Pass</li> </ul>

DETAILS POLICY/PROGRAM IMPACT		PROGRAMI IMPACT
	POLICY OR PROGRAM CHANGE	⊠ NO □YES
	OPERATIONAL IMPACT ASSESSMENT	Fee increases are necessary to maintain regulatory program functions mandated by Lincoln Municipal Code.
	FINANCES	
	COST AND REVENUE PROJECTIONS	COST of total project: \$ 0 COST of this Ordinance/ Resolution \$ 0
		RELATED annual operating Costs \$ 0
		INCREASE REVENUE EXPECTED/YEAR \$1,700
	SOURCE OF FUNDS	CITY [Approximately]
		NON CITY [Approximately]  Fees \$ 1,700 % 100
	BENEFIT COST  Front Foot  Square Foot	Average Assessment

## APPLICABLE DATES:

FACT SHEET PREPARED BY: Scott E. Holmes, REHS, MS, Environmental Public Health Division Manager

**REVIEW BY:** 

REFERENCE NUMBER